Visual Arts in Practice

Applied senior subject

Visual Arts in Practice focuses on students engaging in art-making processes and making virtual or physical visual artworks. Visual artworks are created for a purpose and in response to individual, group or community needs.

Students explore and apply the materials, technologies and techniques used in art-making. They use information about design elements and principles to influence their own aesthetic and guide how they view others’ works. They also investigate information about artists, art movements and theories and use the lens of a context to examine influences on art-making.

Students reflect on both their own and others’ art-making processes. They integrate skills to create artworks and evaluate aesthetic choices. Students decide on the best way to convey meaning through communications and artworks. They learn and apply safe visual art practices.

Pathways

A course of study in Visual Arts in Practice can establish a basis for further education and employment in a range of art related fields.

Objectives

By the conclusion of the course of study, students will:

- recall terminology and explain art-making processes
- interpret information about concepts and ideas for a purpose
- demonstrate art-making processes required for visual artworks
- apply art-making processes, concepts and ideas
- analyse visual art-making processes for particular purposes
- use language conventions and features to achieve particular purposes
- generate plans and ideas and make decisions
- create communications that convey meaning to audiences
- evaluate art-making processes, concepts and ideas.

Structure

The Visual Arts in Practice course is designed around core and elective topics:

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<th>Core</th>
<th>Electives</th>
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<td>Visual mediums, technologies, techniques</td>
<td>2D</td>
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<tr>
<td>Visual literacies and contexts</td>
<td>3D</td>
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<td>Artwork realisation</td>
<td>Design</td>
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<td></td>
<td>Craft</td>
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Assessment

For Visual Arts in Practice, assessment from Units 3 and 4 is used to determine the student’s exit result and consists of four instruments, including:

- two projects, with at least one project arising from community connections
- two products, separate to an assessable component of a project.